

FIG. 1

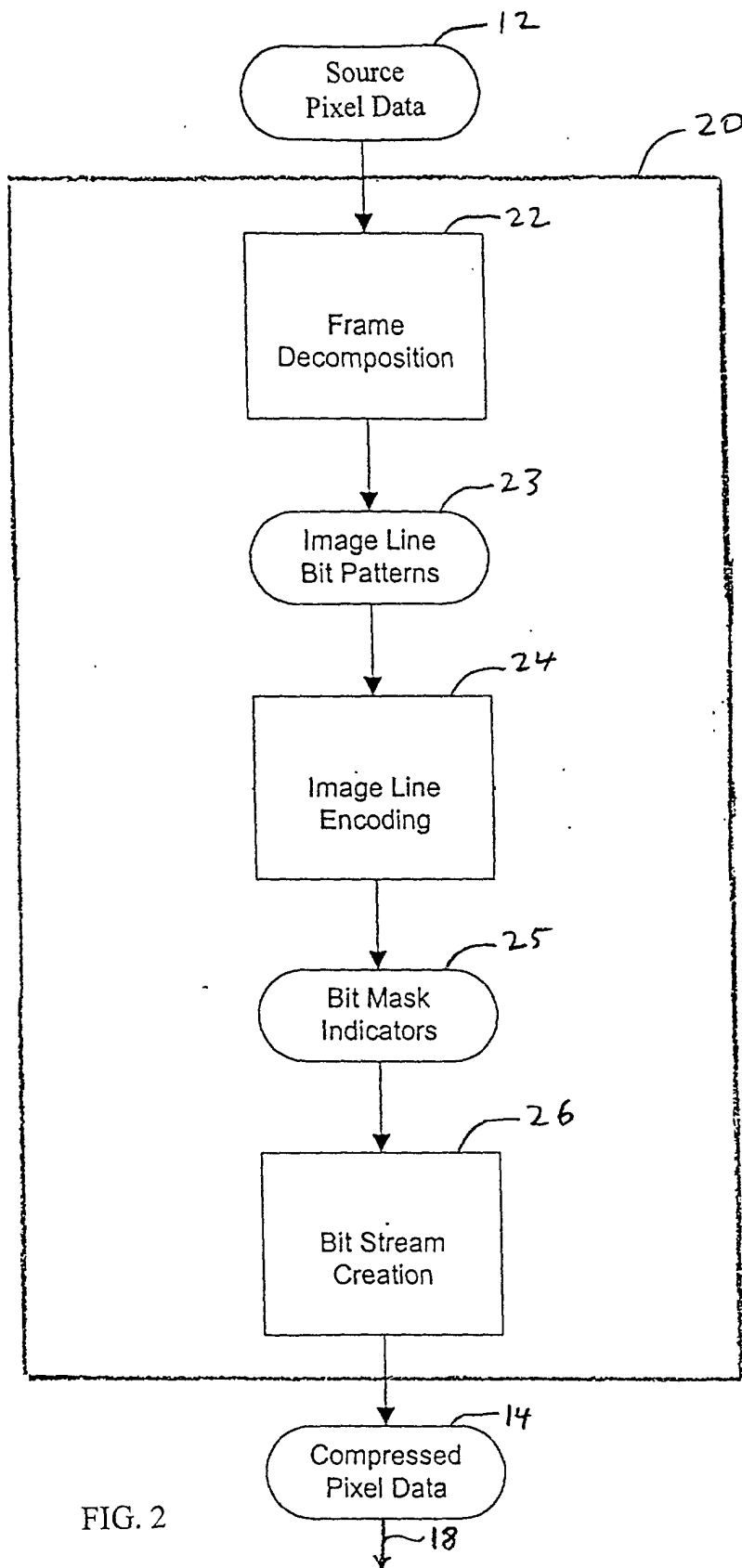


FIG. 2

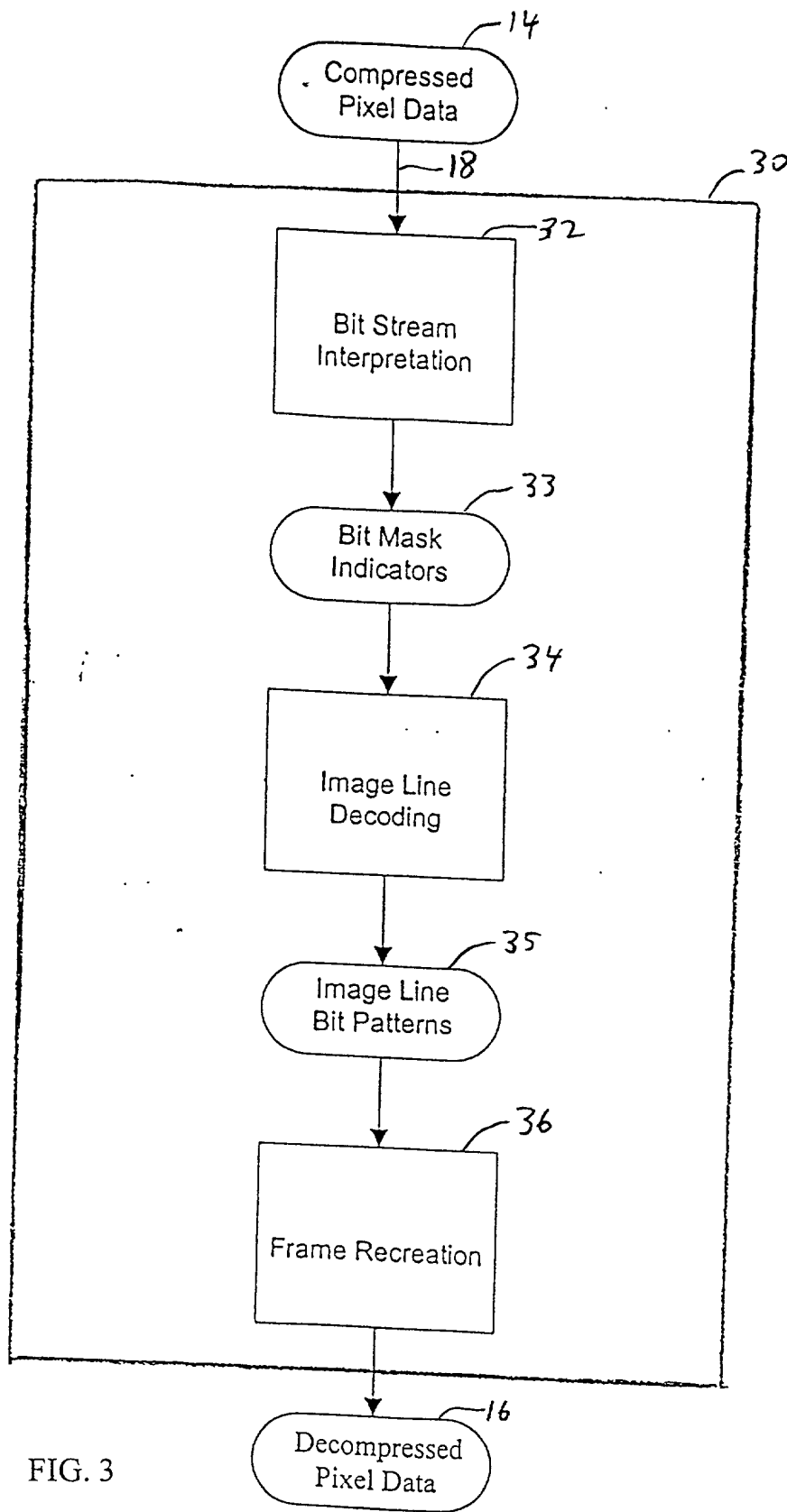


FIG. 3

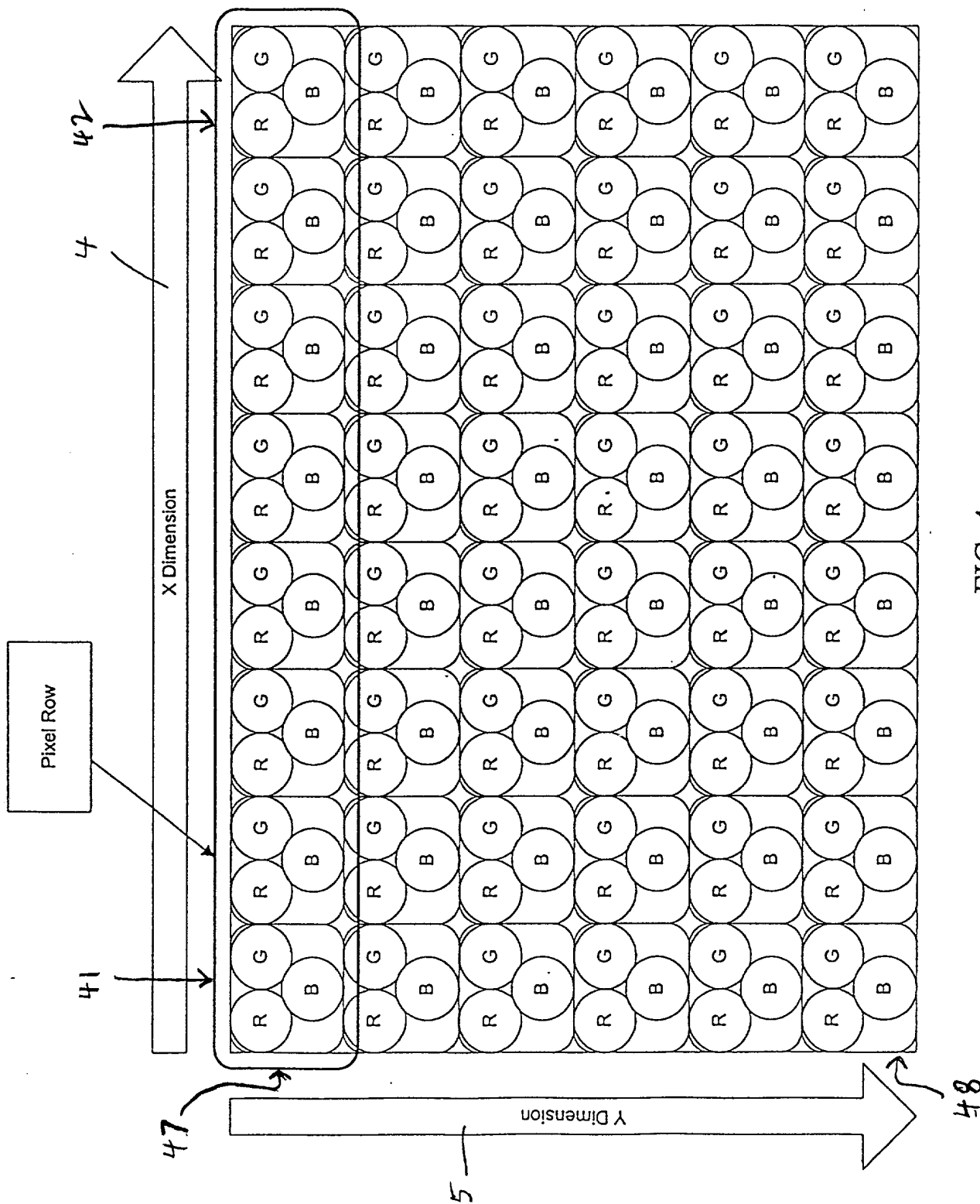
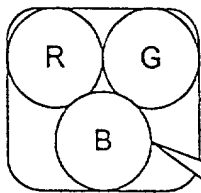
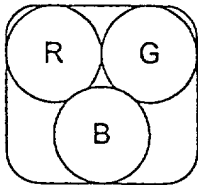


FIG. 4



A pixel consists of color hues. The color hues are added together to produce the actual color displayed at the pixel location. In this example, the hues are Red, Green, and Blue.

Each color hue is assigned an intensity value. The size of the intensity value depends upon the number of bits available. In this example, the color Light Blue may be represented by the aggregation of values of each color hue, with Blue having the largest value:
 Red = 100, Green = 100, Blue = 200
 (where each color hue has available to it a value ranging from 0 to 255)



The color value for a pixel may, therefore, be represented as an aggregation of numeric value which is parsed to determine the discrete value of each color hue by understanding the order of color hues and the numeric size available to them:
 Color of Pixel = 100100200
 (assuming the first 3 digits are Red followed by 3 digits Green then 3 digits Blue)

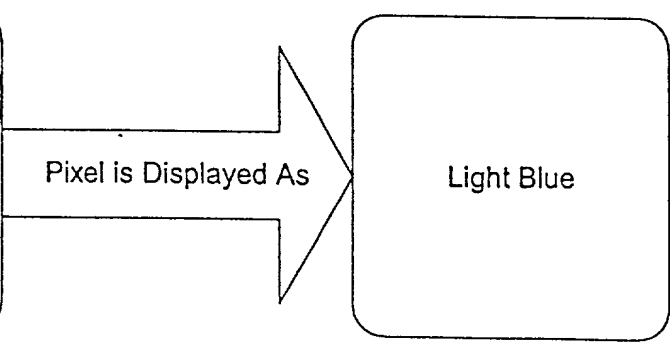
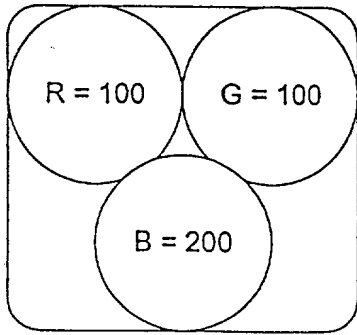


FIG. 5

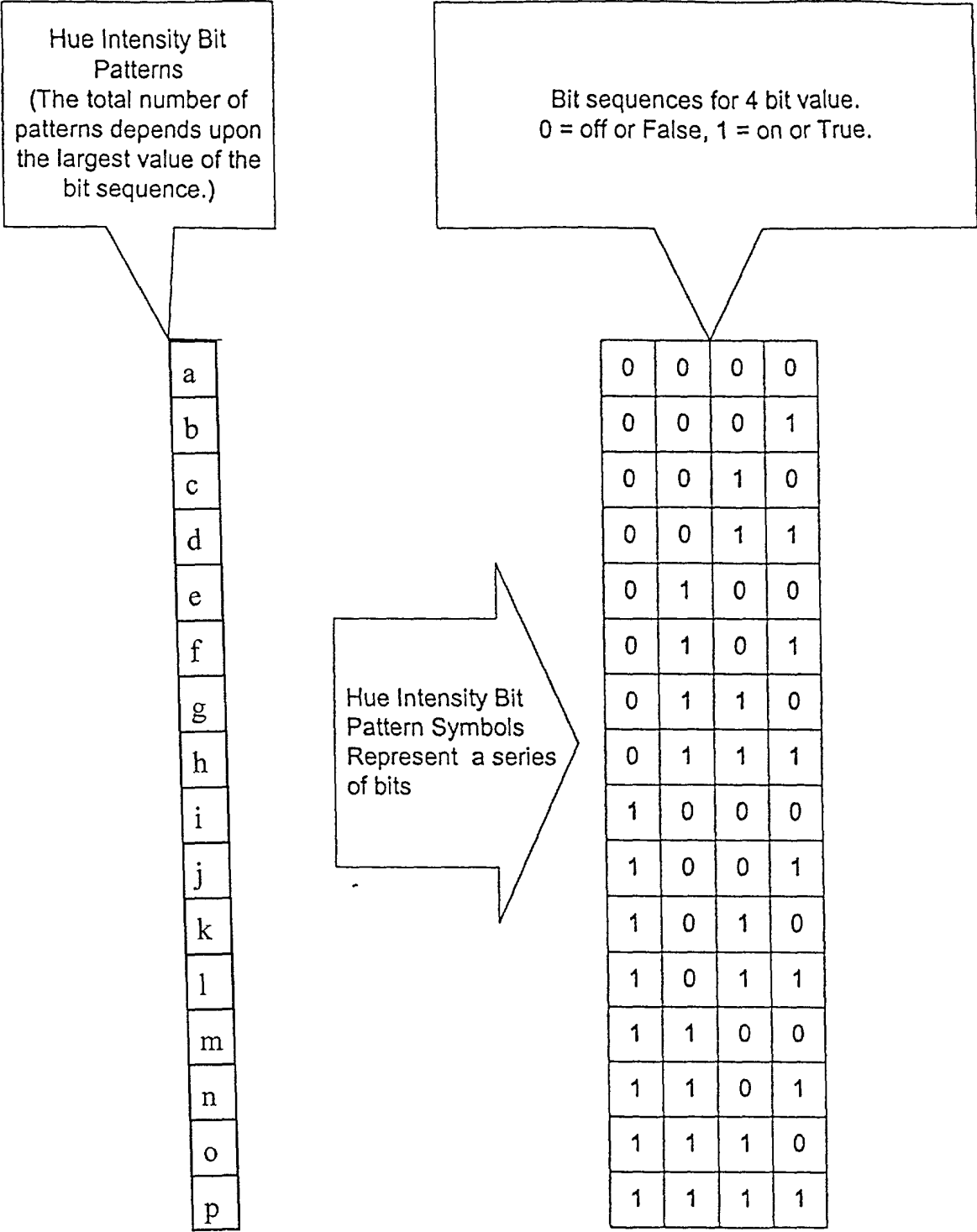


FIG. 6

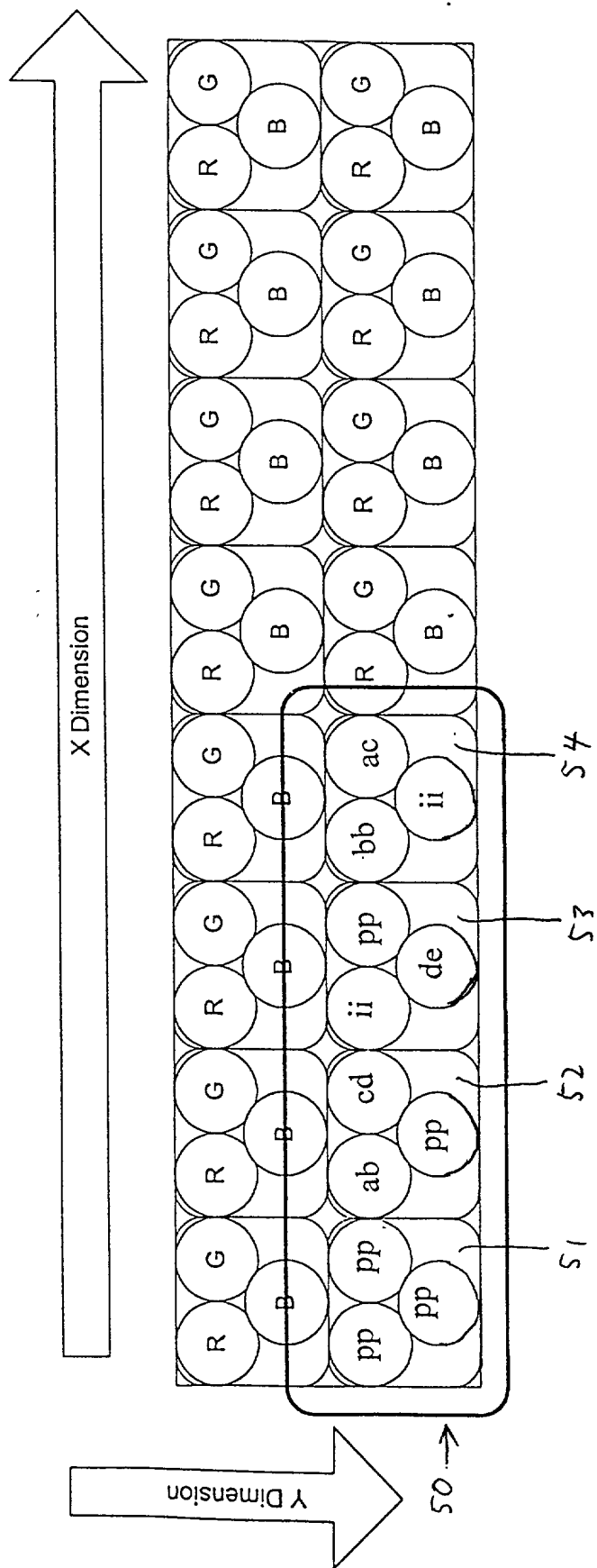


FIG. 7

	Bit Positions For Color Hues					
↓ HIBP*	0	1	2	3	4	5
a	1					
b		1				
c			1			
d				1		
e						
f						
g						
h						
i			44			
j						
k						
l						
m						
n						
o						
p					1	1

* HIBP: Hue Intensity Bit Pattern

FIG. 8

Image Line Bit Pattern

The bit location within the Image Line Bit Pattern

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
a						1															1			
b							1												1	1				
c								1														1		
d									1								1							
e																		1						
f																								
g																								
h																								
i												1	1									1	1	
j																								
k																								
l																								
m																								
n																								
o																								
p	1	1	1	1	1	1					1	1			1	1								

The first Image Line Bit Pattern, representing Hue Intensity Bit Pattern A.

Hue Intensity Bit Pattern

54

53

FIG. 9

52

51

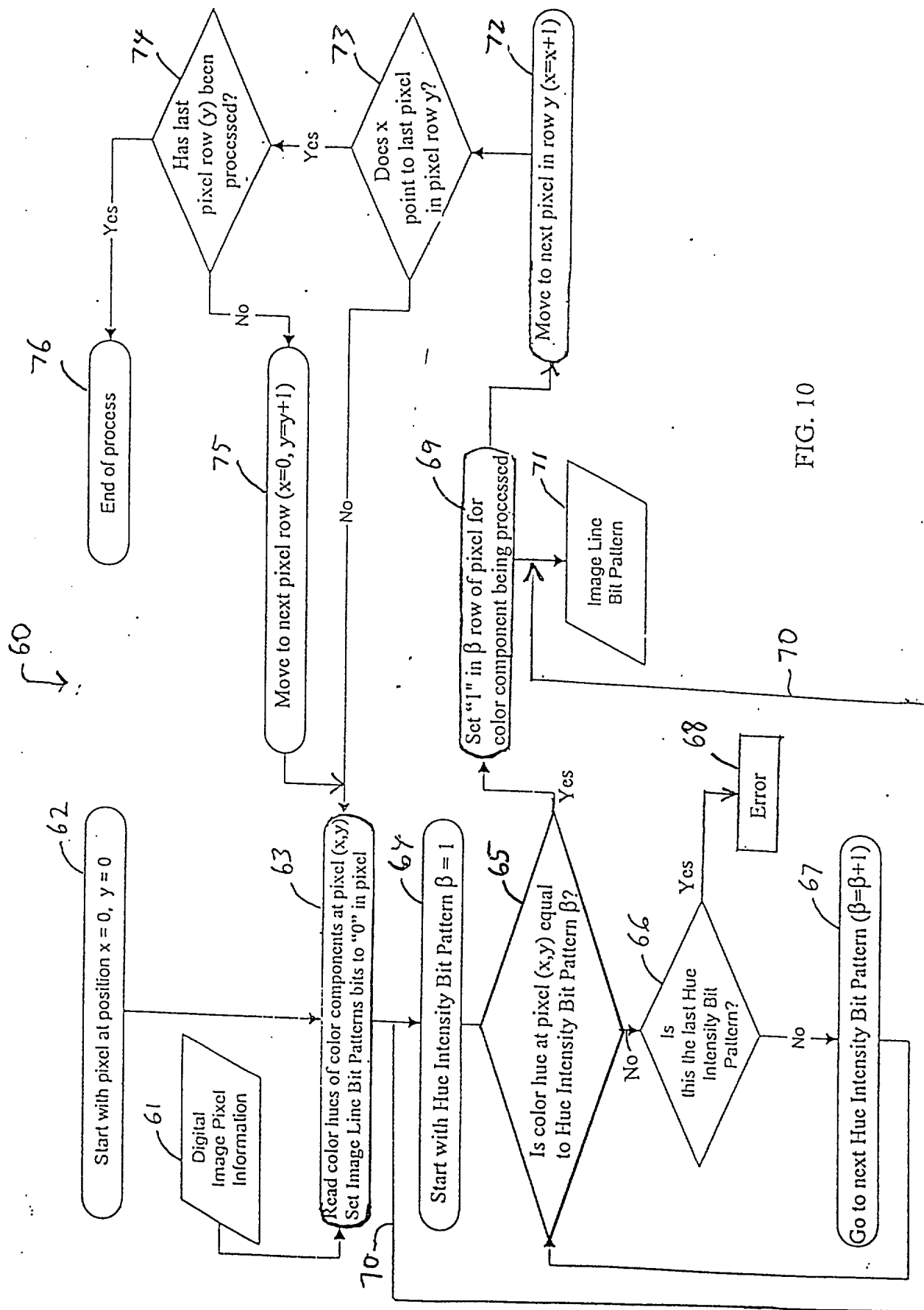


FIG. 10

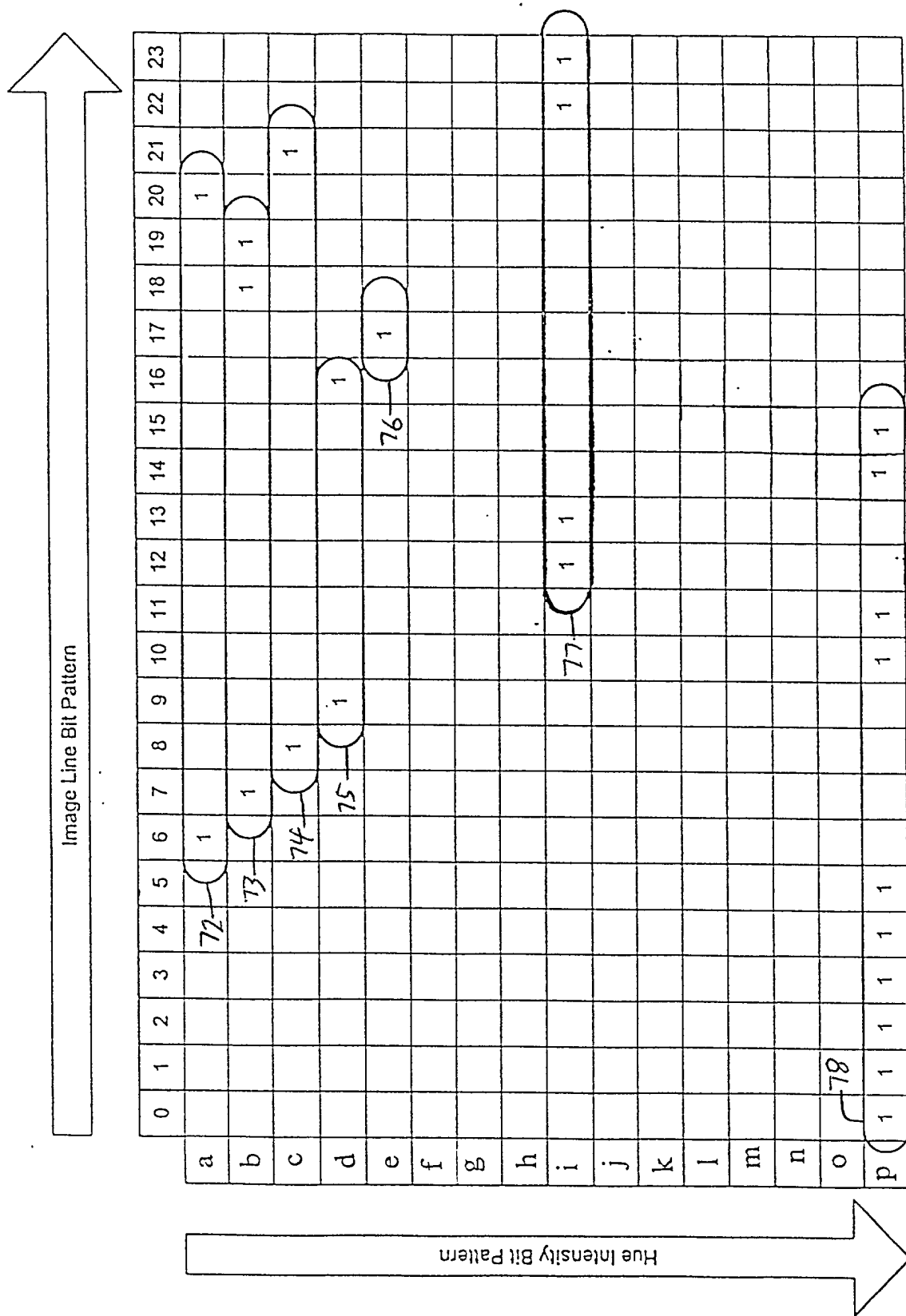


FIG. 11

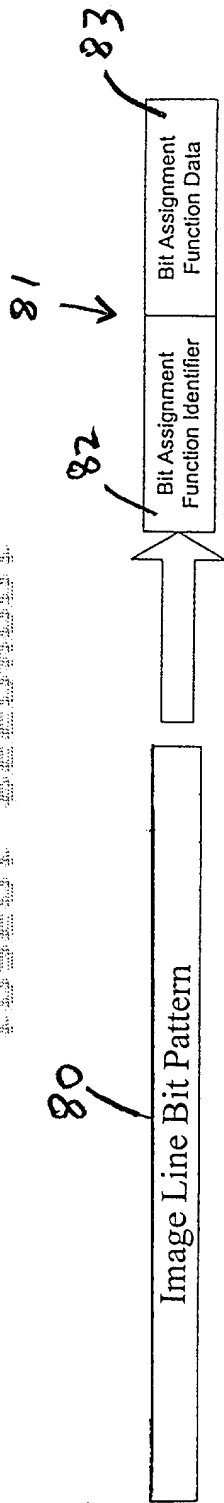


FIG. 12A

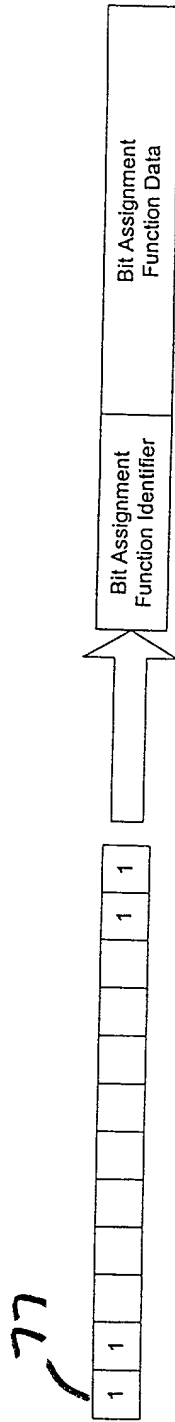


FIG. 12B

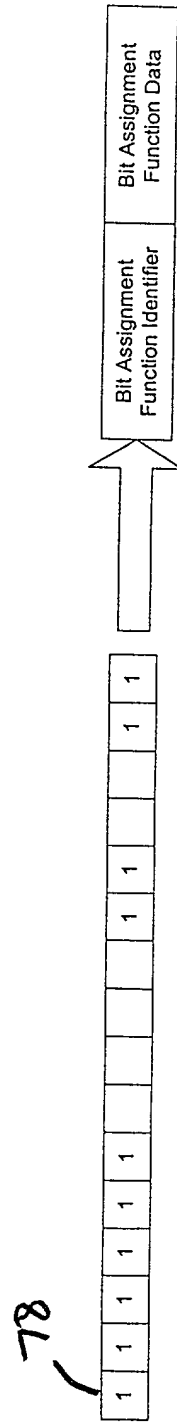


FIG. 12C

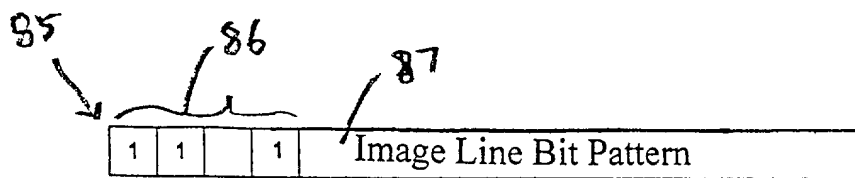


FIG. 13

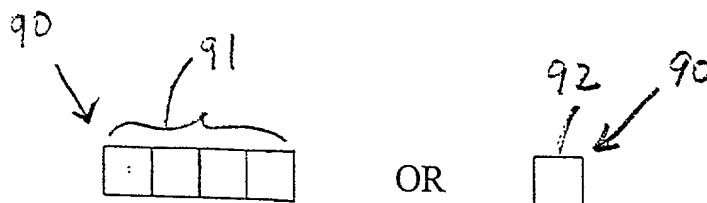


FIG. 14

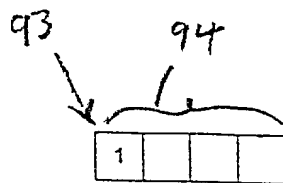


FIG. 15

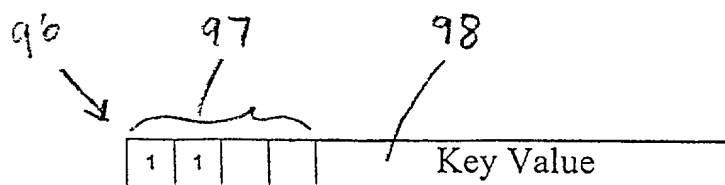


FIG. 16

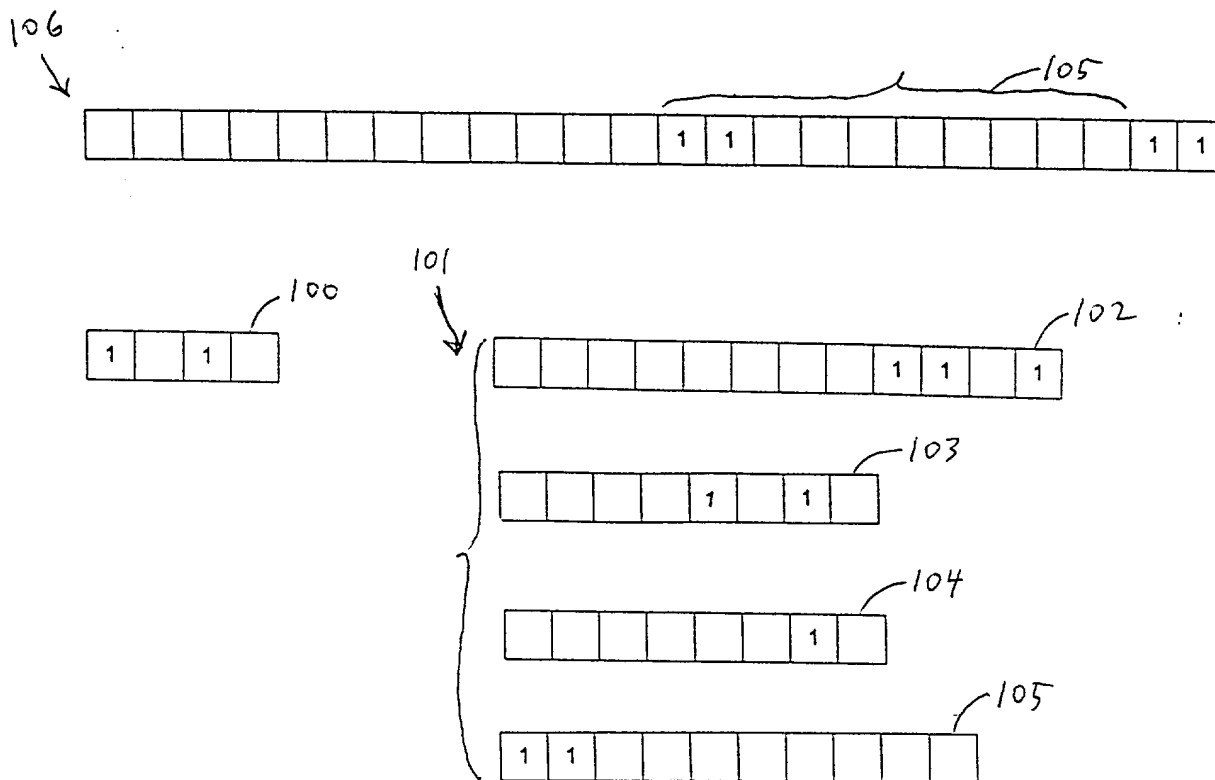


FIG. 17A

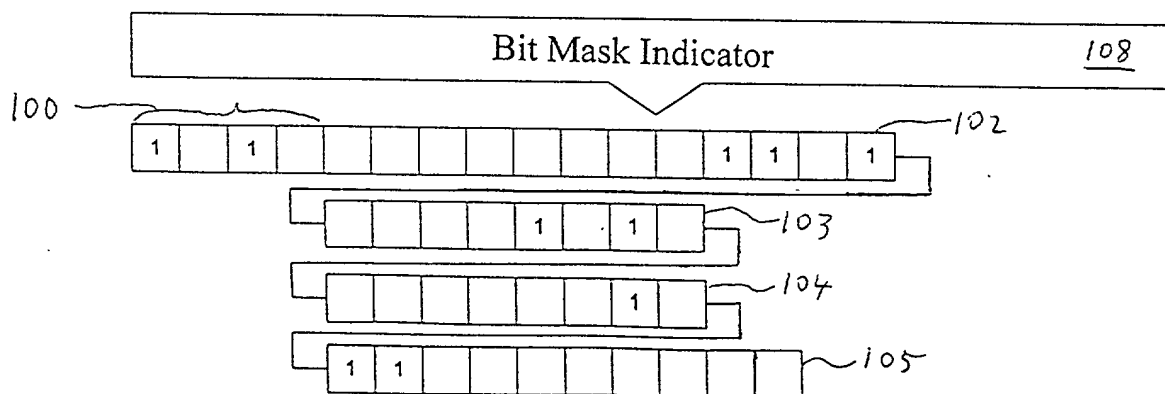


FIG. 17B

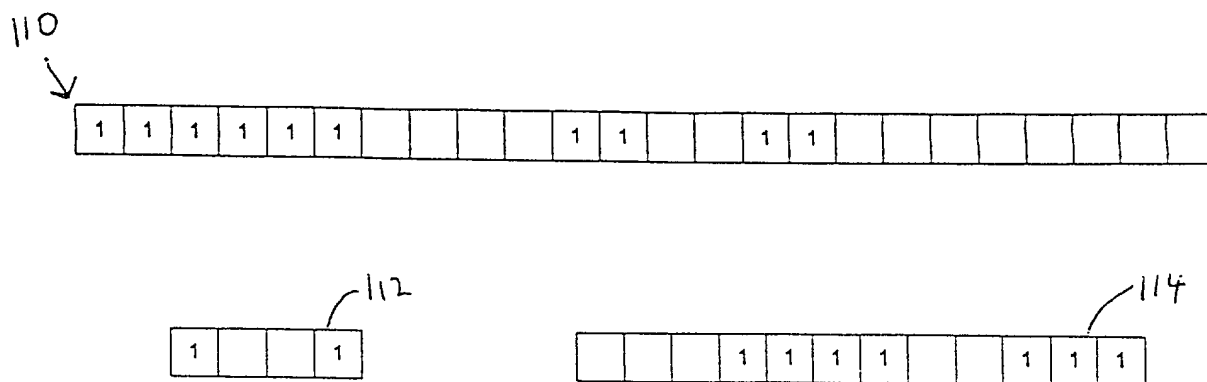


FIG. 18A

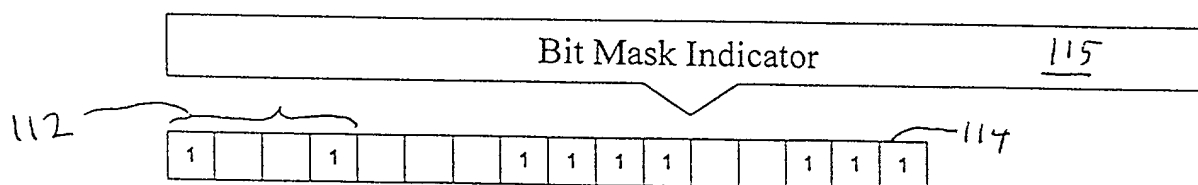


FIG. 18B

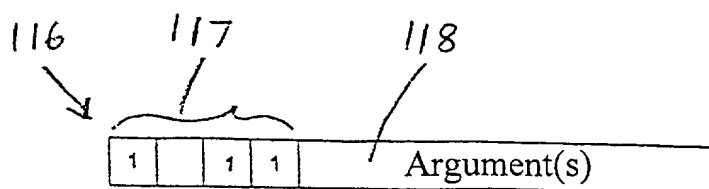


FIG. 19

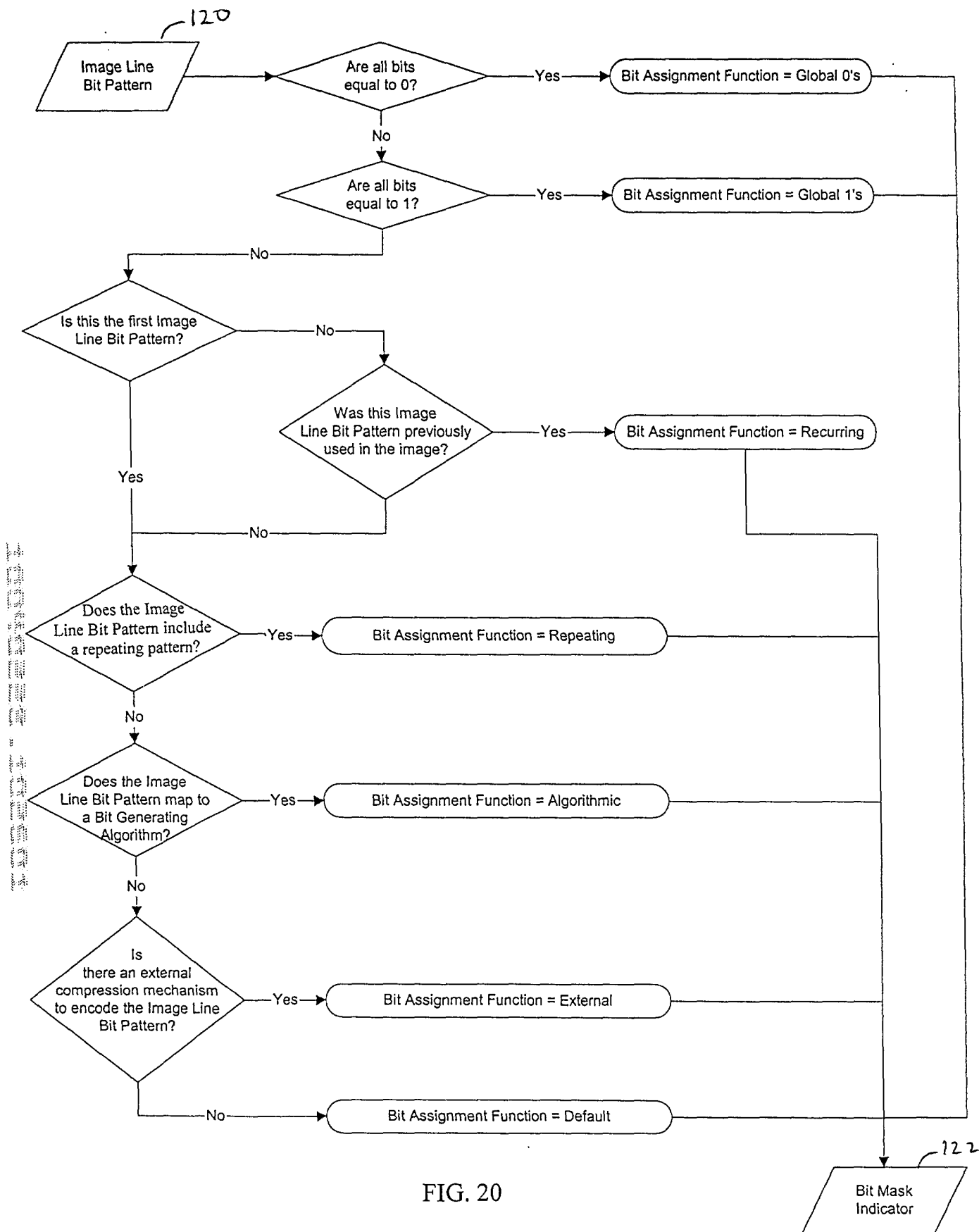


FIG. 20

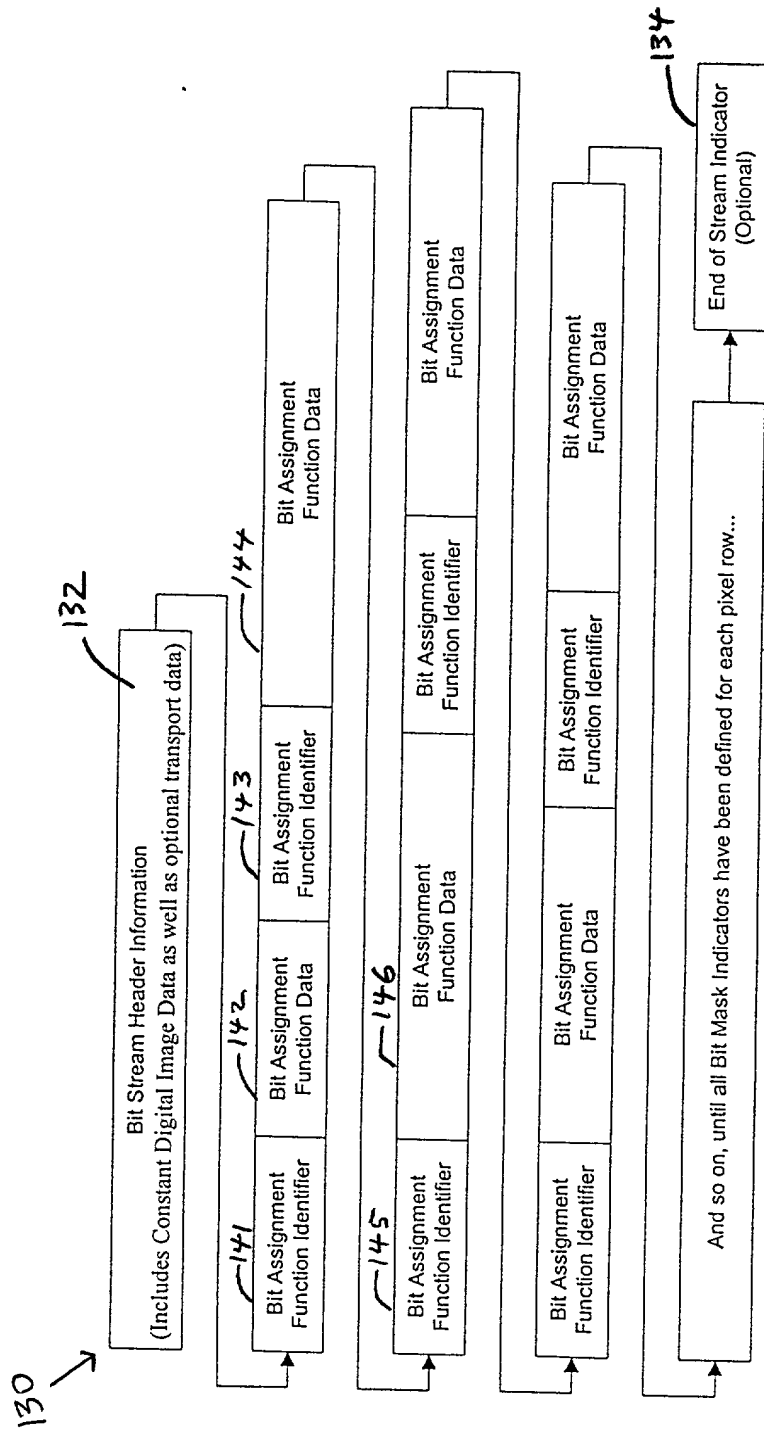


FIG. 21

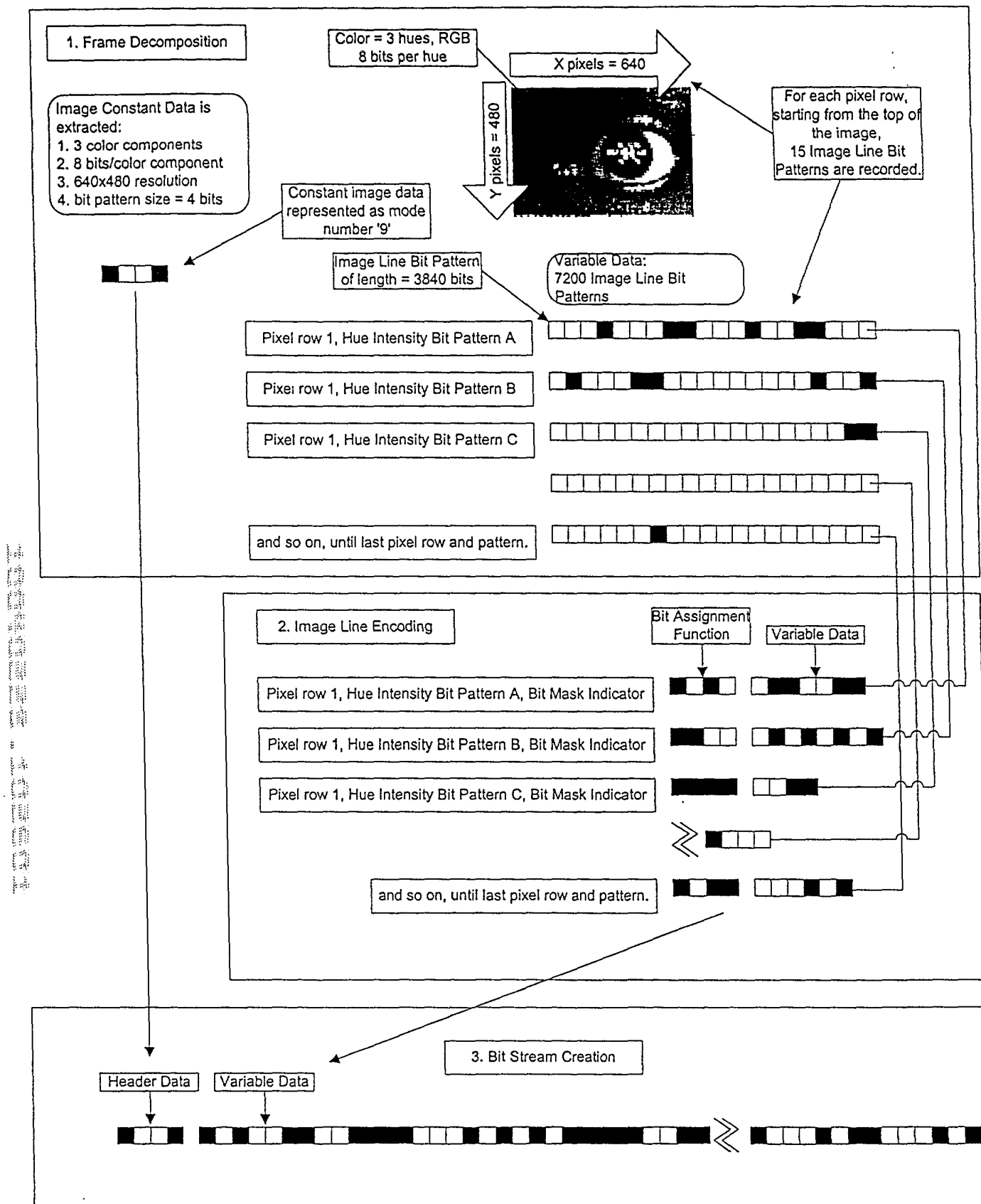


FIG. 22

FIG. 23 is a block diagram of a system for transmitting and receiving video data. The system includes a Sending Computer (150) and a Receiving Computer (160). The Sending Computer (150) receives Digital Video Image Data (such as MPEG-2) at a rate of 2 MB/second. The invention reads this data and compresses it to a video stream at less than 500 KB/second. This stream is sent through a Modem or Router via a Consumer Internet Connection to the Internet or Network, Cable or Wireless. The Receiving Computer (160) receives the stream and recreates the digital video image data, which is identical to the original. The Receiving Computer (160) then outputs Real Time Video at greater than 20 frames per second to a monitor displaying Identical Full Screen Video (640 x 480 Pixels, 16 million colors).

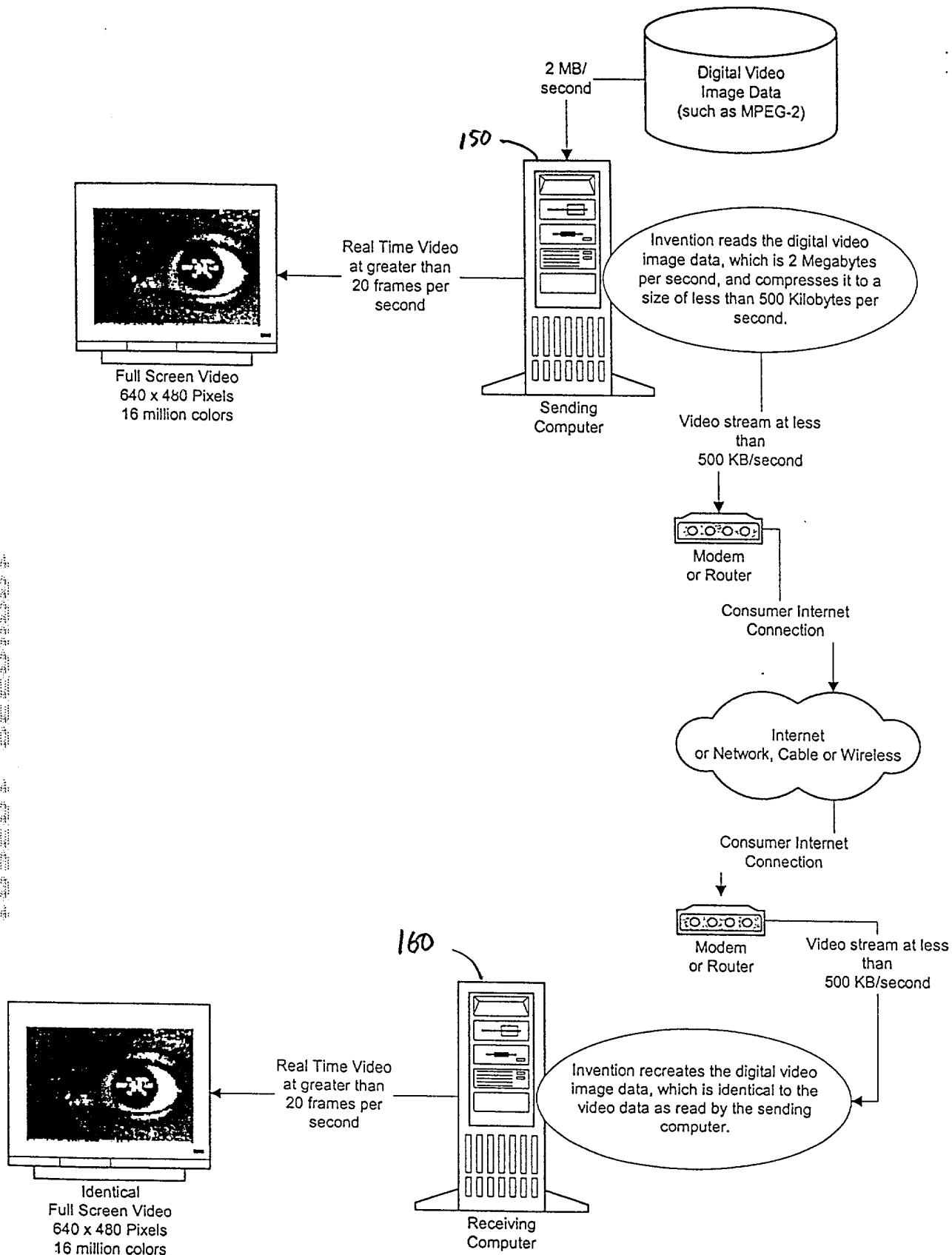


FIG. 23

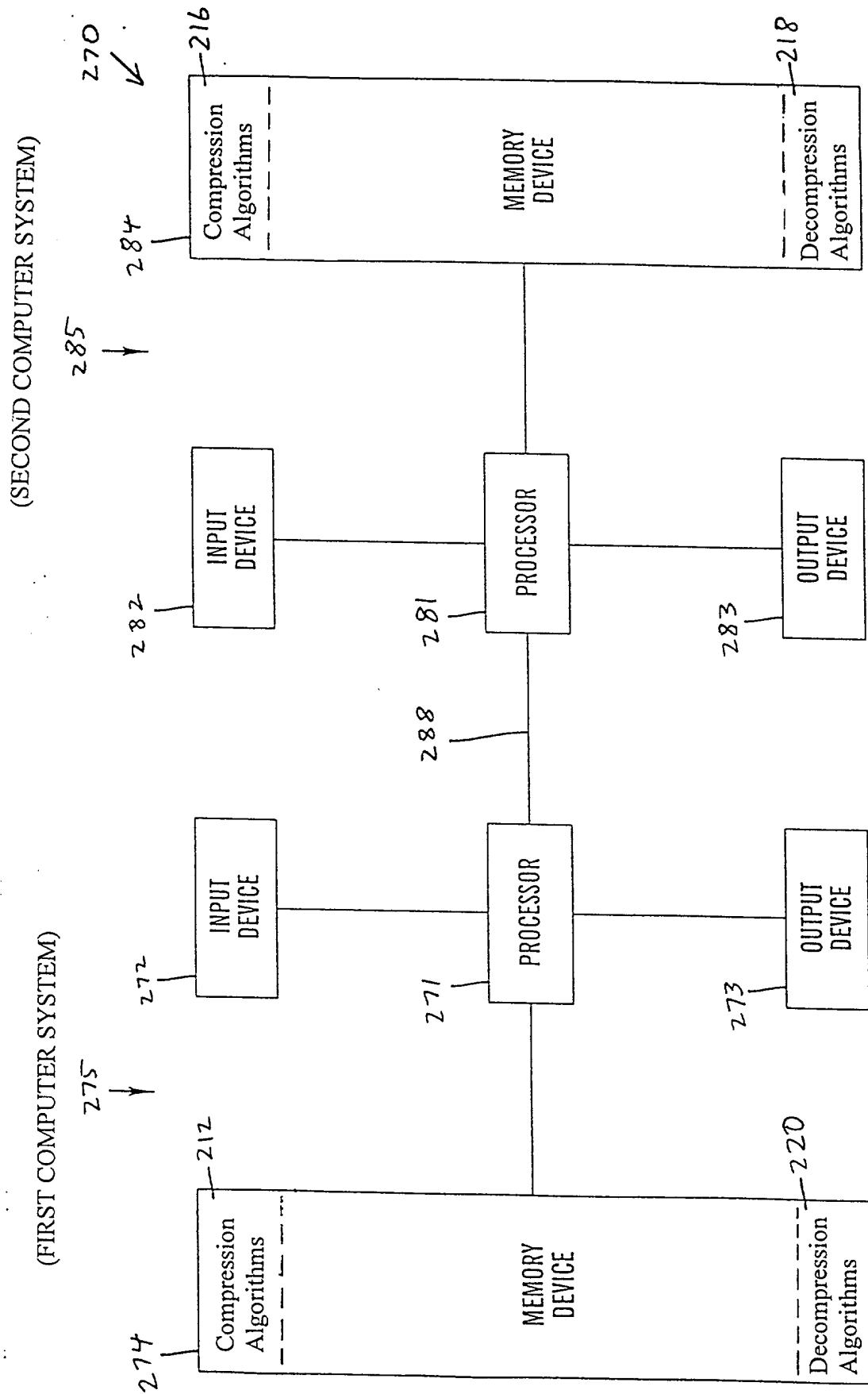


FIG. 24